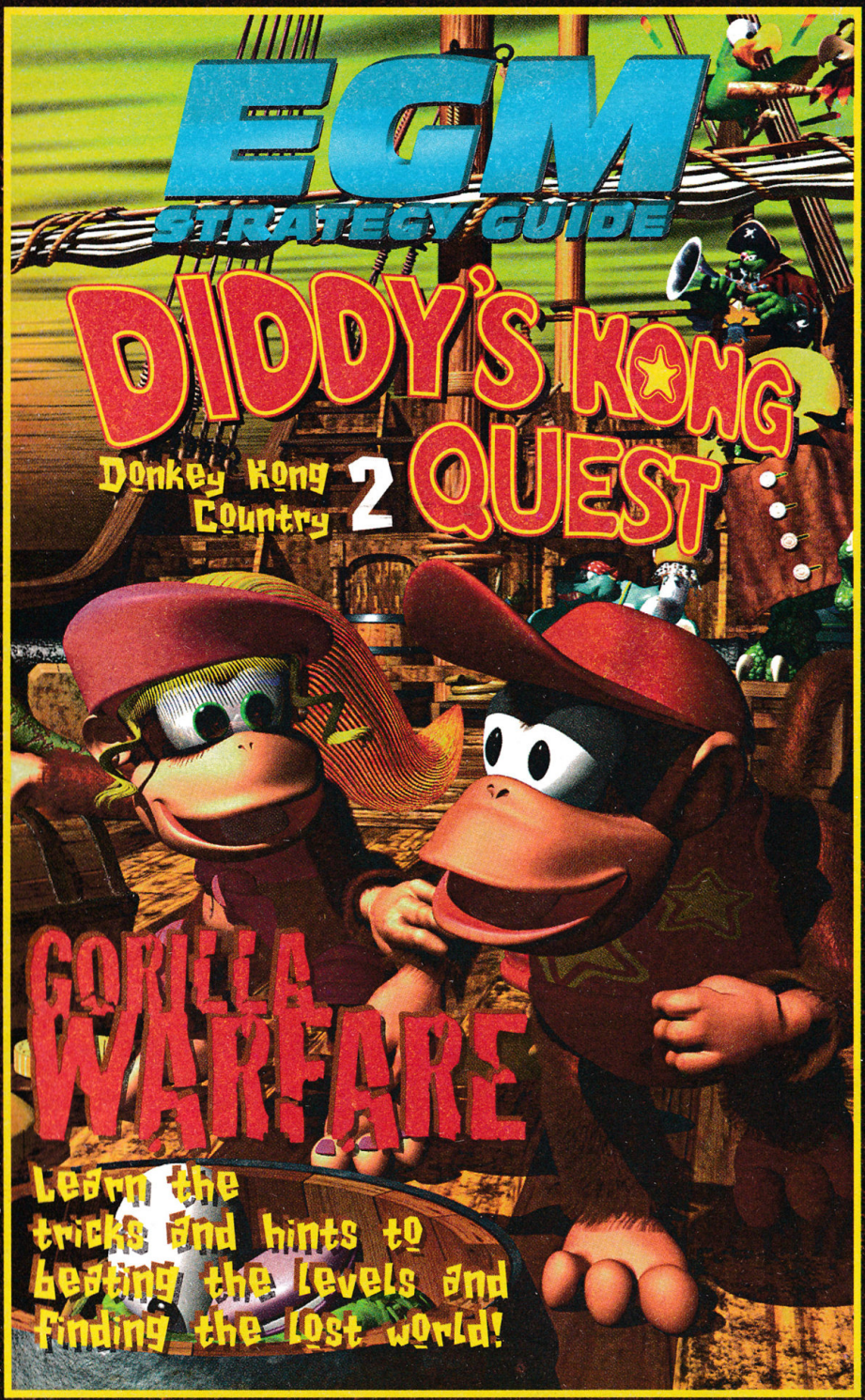
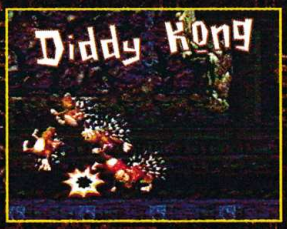

EGM
STRATEGY GUIDE
DIDDY'S KONG QUEST
Donkey Kong Country 2
GORILLA WARFARE
Learn the tricks and hints to beating the levels and finding the lost world!

Suplement to Electronic Gaming Monthly

1	Techniques
2	Special Areas
3	Gangplank Galleon
4	Gangplank Galleon
5	Crocodile Cauldron
6	Crocodile Cauldron
7	Krem Quay
8	Krem Quay
9	Krazy Kremland
10	Krazy Kremland
11	Gloomy Gulch
12	Gloomy Gulch
13	K.Rool's Keep
14-	K.Rool's Keep

How to use the new two crew



Diddy returns with pretty much the same skills as last time. His specialty is a cartwheel that can kill enemies. He can also use it to roll off an edge and to get a mid-air jump. Use it to find hidden areas.

Dixie has some cool techniques. She can spin her hair to decrease the speed of her falls. On the downward levels, her "float" is a must. It is the best way to avoid falling to your doom.

Buddy Jammin'

There are several advantages to this technique. Use it to attain higher areas, or you can also kill certain enemies like the Kruncha.

Riding on the Wildside of Kremland

Rambi now has to charge in order to find a hidden area.

Most of the animals remained the same but now have a super attack added. Rattly is new, but his high jumps don't make up for his loose control. Squitter is what you need! With his arcing shots and the ability to make his own platforms, he's the secret find.

Now he's back with a super stab that breaks into areas.

Shift your weight to gain speed while descending.

Fire web platforms high to find coins way up in the air.

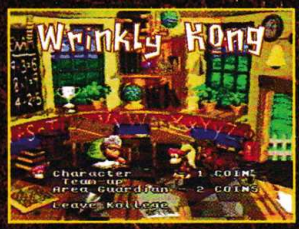
Only Rattly's super jump is of any use to find areas.

Each time you hit him, the Lava or Water resets in the second stage.

Clapper and Glimmer

Though not ridable, these guys are strategically placed in special levels and don't appear often.

Take it slow and Glimmer will stay steady, providing a clear view.



All in the Family

If you want a lot of comic sarcasm and some hints, hit Cranky. Actually, you should save your money for Saving. This leads to Wrinkly Kong, whose teachings are useful, but you can still learn on your own. Swanky is also useless because of the 1-Up loops on Levels 1 and 2. This is the main reason to use Funky's Flights 2.

Where do I find that !*#$!&! Lost World?

To reach the secret Lost Worlds, you must collect 15 Kremilin Coins. These are collected in the secret rooms. Once you have the coins, enter the toll area and pay up. You'll then be treated to a series of superhard levels. Good luck!

Gangplank Galleon

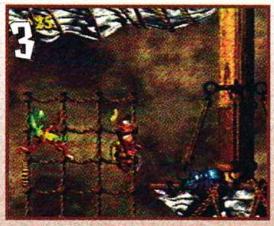
1-1 Pirate Panic

At the first dip after you start the game there is a door that contains K. Rool's note and a 1-Up. Get that and a buddy then head back to where you started. If you throw your buddy in the air (1) there is a hidden barrel that leads to a Banana Coin. (2) Jump into the first crack in the ship's hull. This will lead to a bonus stage. (3) If you get Rambi to this sign, he'll turn into a 2-Up that becomes a handy 1-Up loop.

Get Rambi to the sign and you'll get a 2-Up balloon—a handy 1-Up loop!

1-2 Main Brace Mayhem

(1) At the beginning of the level, leap off the right edge of the platform (preferably with Dixie) where there is a tangle of ropes off to the side and a bonus stage barrel on the right. (2) When you get the cannonball, the location of the cannon is a ways to your left. Just chuck it in and fire. (3) The most important tactic to use on the ropes is to hold down the Action button so you can speed past the Klingers.



Speed is vital on the ropes. Also, Diddy seems to work best on these.

1-3 Gangplank Galley

This stage is very much like the first, except larger. (1) To start off with, there is a bonus stage immediately above you on the top barrel. (2) You will now find chests. The best use for these chests is to have Diddy carry them to protect his front from Kremling attacks. Also in these stages are hooks that are best reached by Dixie with her hair hovering. (3) At the large hull crack, float down the side to a rocket-shot barrel.

Either have Dixie float or Diddy fall along the edge to hit a rocket-shot barrel.

Key To Diddy's Friends:

RAMBI

ENGUARDE

SQUAWKS

RATTLY

SQUITTER

1-4 Lockjaw's Locker

In the second water hole you will find Enguarde patiently waiting for you. Shortly after, the water will rise—if you backtrack now, you will find at least three Banana Coins and bonus bananas. (1) Don't race the water as it rises, for Floatsam will suddenly appear and you will get hit. Midway, Enguarde may run aground. (2) Just use your charging super thrust to move forward. Finally, (3) watch when the water falls. There is probably an area that you can only get to by swimming in the water and leaping out right as the liquid begins to fall.

Watch as you ascend, Floatsam may appear.

1-5 Topsail Trouble

There isn't much here that has to be explained. You start with Rattly, which is just an extra hit for you since there are hooks already dotted about. Since you have some stable footholds, (1) be sure to clonk the Klingers to clear up the ropes. This is easily done by falling along the sides of the ropes and tagging Klinger. (2) After you reach the "No Rattly" sign there is an area behind you that you can get to if you don't touch the sign or if you have your buddy. (3) Eventually the Zingers appear, so use the Action button to maintain a good speed to leap over them.

Battling with Krow

In the first segment (1), Krow will grab and drop one egg. (2) Jump on top of the bouncing egg to make it stop. (3) Pick up the egg and toss it at Krow as he swoops down at you. He will repeat this pattern a second time, but will change for the next two.

After getting two hits in on him, (1) Krow will slam into the nest's support and cause three eggs to fall out. The second egg will land and stay on the ground for (2) you to pick up. (3) Simply lob it at Krow. He repeats this pattern until the fourth blow.

Crocodile Cauldron

2-5 Squawks' Shaft

As soon as you get Squawks in the fifth zone, you can either fly back into the level or head up into a vertically scrolling level. Watch for two Krooks facing each other, you can go right at that point and get a DK coin. Also, you can fly behind most Krooks that are attacking the middle.

2-1 Hot-Head Top

As you start this stage, (1) send your partner up on the top of the entrance. There you will find a chest containing a 2-Up. Use this for a fast way of earning lives. (3) Beware of the Crocks that send you flying—Dixie can't hover from it. (3) Use Squitter to get the DK coin up high.

In addition to a 2-Up loop, you can also use Squitter to get to all the high stuff.

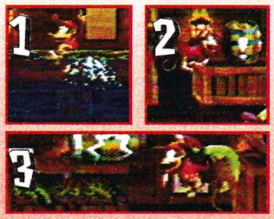
2-2 Kannon's Kliim

Kannon is really nasty with that gun! For the ones firing barrels (1) you can only jump over them that is very unlike (3) the cannonballs, that can be easily ducked under. (2) After the second Kannon, you can leap off the edge and float with Dixie and get to a bonus barrel.

Look at what the Kannons are firing. You'll dodge cannons and barrels differently.

2-3 Lava Lagoon

There are eight Clappers in this stage, so count them as you go and you'll know how close the exit is. (1) As soon as some Clappers are hit the lava will rise. (2) After the sixth Clapper, there is a hidden invincibility barrel. (3) Use the momentum of the rising tide to hit high places.



Once the lava flow is turned into water, you must work quickly.

Key To Diddy's Friends:

RAMBI

ENGUARDE

SQUAWKS

RATTLY

SQUITTER

2-4 Red Hot Ride

This is one level that you should practice before just mindlessly flying into the fray. (1) In the first half of the level, you can get Rambi. Be sure to hold onto him, because he will automatically kill any enemy that he encounters. (2) Another factoid that will definitely help is that the balloon does not pop or receive any damage when it touches an enemy, so if it does look like a tight squeeze, think again. (3) One of the best characters for this stage oddly enough is Diddy Kong. There are several barrels, and he can hold one in front of him to protect himself from attacks to his front!

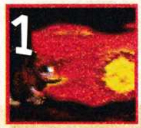
Rambi automatically kills enemies you glide into.

2-5 Squawks' Shaft

Despite its name, only the last portion has anything to do with Squawks. In the first section, there are Banana Coins hidden off the edges. (2) The only way to safely reach them is to throw a buddy at them so that he/she will boomerang safely back. (3) There are also turning barrels in here that you must protect yourself from. Do this by carefully watching and hitting the button right as you are pointing to the desired location. (1) The last secret is that as soon as you get Squawks, backtrack to the earlier parts of the level. Now you can reach places that you never saw before. (Including a Kremling Coin bonus stage!)

Enter the Kleever

When Kleever rises, (1) dodge the three fireballs that it fires. Soon, a cannonball will fall on the ground, so (2) grab the ball and smack Kleever with it. Then (3) a hook will drop, allowing you to cross to the other side. Repeat this pattern twice.



After the third blow, Kleever will take to the air. Its first attack is to fly right at you so (1) jump over it. (2) Hooks will descend, so get to the other side. (3) Smack him with the cannonball. Repeat (2) and again (3) two more times until the bugger is finished.

Krum Quay

3-1 Barrel Bayou

This area scrolls simply from the left to the right, never varying its course by any massive degree. (1) When you see these coats, just wait a few seconds. Some will throw out gifts then leave. (2) These barrels are timed. First there are five, but as you progress later into the stage, it will change to a limit of three. (3) In order to survive this, simply pull a hard right when you are fired out of the auto firing barrel.

These patterns of barrels are common in the bayou. Pull right and you're fine.

3-2 Glimmer's Galleon

This is one of the few places where this crazy fish is used. First (1), the Puffas now have a fun new ability—they blow apart into four flying spines that are either in a cross or in an X pattern (just stay between them). (2) The Shuri now lock-in and fly right at you! No need to fear...as long as you are in constant motion, they'll zip right past. (3) Check these walls! You can go right through some of them!

Near the beginning, you can go through this wall and get this coin!

3-3 Krockhead Klanber

Again, another standard left-right scroller, but timing is the key! (1) The new nemesis Cutlass shows up. Just wait until his swords get stuck in the ground. He will then be helpless. (2) After reaching the midpoint, you must activate these Gator barrels for the crocs to show themselves. Each time these are touched, they reset. (3) Best tactic: Use Dixie! Her hover is invaluable here due to the many instant kill-you falls!

Dixie is at her best here! Hover from reed to reed and this level will be easy.

Key To Diddy's Friends:

RAMBI

ENGUARDE

SQUAWKS

RATTLY

SQUITTER

3-4 Rattle Battle

This stage can truly be an odd experience. (1) Above the entrance is a Kremling coin bonus stage. (2) One of the hardest abilities is to jump on Kannon's barrels. You will need to use this to beat the level. (3) Any time you see an opening like this, there's a secret underneath it.

There are quite a lot of bonus areas for Rattly, but first learn to use him.

3-5 Slime Climb

First, there's no way to kill the hunting Lockjaw. (1) Your best method to beat the rising slime is to hold your Action button and climb fast! (2) Right after the continue marker, kill the Kannon and get the Invincibility so you can (3) swim below to find the bonus stage.

Speed is needed on the ropes, and keep a watch for the Kannon that's guarding the Invincibility Barrel.

3-6 Bramble Blast

The best thing to have here is a lot of patience. (1) Simply follow the trail of bananas and it should be no sweat. The key here is to take it slow and figure out via process of elimination which barrels shoot where. Also, try to stay close to the edge for some secret areas.

You simply have to take this one slow, or you'll be frustrated.

To Kill a Kutlass

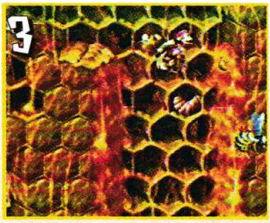
Kutlass starts his assault by jumping on and off the screen three times before laying down a TNT bomb. (1) Run under him when he's descending. (2) Jump away when he lands—repeat two more times. (3) Grab the TNT and run until he lands then strike!

After three blows, he will begin making short hops after you. Execute the same pattern as above and you should be okay. **NOTE:** If Kutlass gets too close while you're holding the TNT, he will swing and knock it out of your hands. So be sure to strike from afar or you'll be sorry!

Krazy Kremland

4-1 Hornet Hole

This hive is absolutely filled with different types of passages. (1) Should you look high when you start, notice a hook. Throw your partner up there and scale the walls of honey that lead to two bonus stages! (2) Dixie is a superb choice for navigating through the honey floors and walls because of her precise hover landings. (3) The easiest way to scale walls is to sharply jump away, then pull back.



If there are two walls coated with honey, hop between them with ease.

4-2 Target Terror

In this odd racecourse, (1) leap over the barrels that Kremling guards toss back at you. (2) Right after the first Red X Barrel, leap up and you should slap yourself into a bonus stage barrel. (3) These stages are always a pain...you will need to learn most of them by process of elimination, but to help you out, here's the order of Green and Red Barrels:

G, G, G, R, G, R,
G, G, G, R, G, G, G, R

Look to the list to know which barrels to avoid and which ones to get!

4-3 Bramble Scramble

This stage is one of the mandatory "Fly with Squawks" versions. (1) Look at the ground as you fly past...certain gaps in the bramble will be covered by Zingers. The first isn't far from where you get Squawks. (2) After getting to the half-way marker, there will be a lot of rope climbing. So in the same vein as its kin, hold down that button for speed! (3) Squawks can be sped up or slowed down as needed!

You can press Down to increase your drop speed to bypass enemies.

Key To Diddy's Friends:

RAMBI

ENGUARDE

SQUAWKS

RATTLY

SQUITTER

4-4 Rickety Race

(1) Before you enter the race, you can send your buddy up the wooden platforms on the far left. You can then climb and leap off the top to the right to hit a bonus area. (2) Leap atop the first three "Cars" to take them out. For the rest, just pass them on downward slopes.

Kill the first few cars, then pass the rest.

4-5 Mudhole Marsh

This level is pretty straightforward like most of the others. (1) The latest addition of the Cat o' Nine Tails can only be killed when he collapses after a good spin. (2) Once again, Dixie prevails with her hair, letting you bypass many pitfalls. (3) With many chests, Diddy can cover his front.

4-6 Rambi Rumble

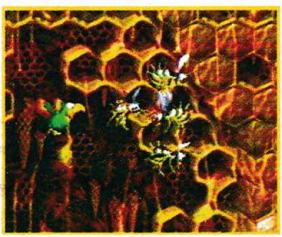
Rambi Rumble has the same characteristics as Hornet Hole. Naturally (1) Dixie's hover helps, as does every other technique used in that level. When you come (2) to the last section, don't be afraid to leap on attacking Zingers. You will automatically kill them while bouncing off.

Apart from Rambi, the rest is just like 4-1.

Down with King Zing

You fight King Zing as Squawks. (1) Move under him and face the direction he is moving toward. (2) Once he passes, move up and nail him in the stinger. After two hits, (3) he will fire out three bursts of spikes. Move between them.

After six consecutive hits, Zinger will turn into a central small Zinger with three drones. Each drone will take one hit, so that isn't a problem. Once alone, Zinger will zip at you...all you need to do is hit him twice. The first hit stuns him, so it is easy to back away.



Gloomy Gulch

S-1 Ghostly Grove

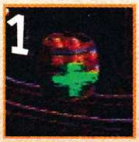
If you are familiar with the mechanics of the other marsh-like stages, this one is a breeze. The only difference here is that (3) there are ghost ropes hanging about. The key to these pups is to watch for the eyes, then leap on them as soon as they appear. This gives you an ample amount of time to figure out where else to head toward.

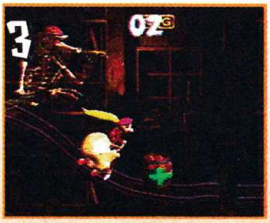
Watch the eyes of the ghost ropes. Once they begin to flash, don't go near them.

S-2 Haunted Hall

Being pursued by a big ghostly lizard is not really fun. (1) Keep an eye out for these time extenders that will prevent the creature from materializing. (2) Obviously, this reduces your time. (3) For good increases in speed, ride the downward slopes rather than jump.

Wave 1: 9 Plus Barrels
Wave 2: 7 minus barrels
Final Wave: *
(+,-)+(+,-)-,-,+,(-+-),(-+),
(-+-)-,-
()=Grouped together.





The first two waves are not hard...the final wave is where it is all mixed up!

S-3 Gusty Glade

Despite having an ominous wind blowing you about, it is a bit of a consolation that the breeze works mostly in your favor and at the right moments. The time that you will have difficulty with the wind is (1) hopping from barrel to barrel...just time it with the blowing leaves. (2) The wind also picks up right at the edges. Don't be in a hurry or you'll go over! (3) When here, leap off and hover with Dixie in the wind to get really far!

Use Dixie's hover ability here to fly through most of the level quickly!

Key To Diddy's Friends:

RAMBI

ENGUARDE

SQUAWKS

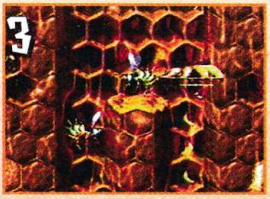
RATTLY

SQUITTER

S-4 Parrot Chute Panic

This is said to be one of the hardest stages in the game, however there are several ways to navigate it and lots of rooms to find. (2) Right after the first Squawks, there is a bonus stage below him. (1) First rule: Unlike the hot air balloons, if the blue Squawks touches an enemy, it counts as a hit. To combat this very effectively, (3) pass up Squawks and float down with Dixie instead. This reduces your collision area as well as giving you plenty of maneuverability speed!

With Squawks, your size of collision is doubled.



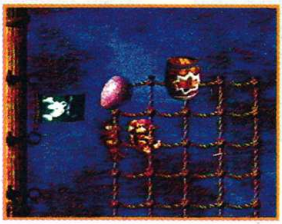
S-5 Web Woods

Thank goodness for web-shooting abilities! The first part of this stage is pretty easy, with no real secrets. When you get to where you play as Squitter, this is where the treat really begins. (1) Your shots can arc upward by pressing Up (not in the manual, eh?) Use this to hit enemies safely from ground position. (2) At any given high position, use your platform-web ability to simply crawl along the skyline to get to the next section. You will even find a few coins and a DK coin if you are careful where you are heading.

Night of the Krow

The buzzard is back. (1) Four small buzzards will swoop at you. Simply stand in the middle and either jump on or over them. (2) However, you must hit the one that is not translucent. It will release a barrel that (3) you must pick up and hit Krow with.

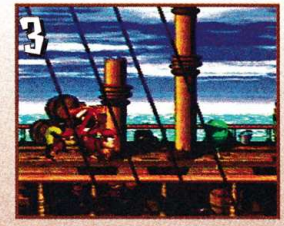
Next, hooks will descend and you must climb up them and up ropes. While on the ropes, eggs will come at you from all directions. Once you reach the barrel, it will fire you to the next point, where the pattern repeats. Do this three times and Krow will be toast.



Gangplank Galleon

1-1 Pirate Panic

At the first dip after you start the game there is a door that contains K. Rool's note and a 1-Up. Get that and a buddy then head back to where you started. If you throw your buddy in the air (1) there is a hidden barrel that leads to a Banana Coin. (2) Jump into the first crack in the ship's hull. This will lead to a bonus stage. (3) If you get Rambi to this sign, he'll turn into a 2-Up that becomes a handy 1-Up loop.



Get Rambi to the sign and you'll get a 2-Up balloon—a handy 1-Up loop!

1-2 Main Brace Mayhem

(1) At the beginning of the level, leap off the right edge of the platform (preferably with Dixie) where there is a tangle of ropes off to the side and a bonus stage barrel on the right. (2) When you get the cannonball, the location of the cannon is a ways to your left. Just chuck it in and fire. (3) The most important tactic to use on the ropes is to hold down the Action button so you can speed past the Klingers.

Speed is vital on the ropes. Also, Diddy seems to work best on these.

1-3 Gangplank Galley

This stage is very much like the first, except larger. (1) To start off with, there is a bonus stage immediately above you on the top barrel. (2) You will now find chests. The best use for these chests is to have Diddy carry them to protect his front from Kremling attacks. Also in these stages are hooks that are best reached by Dixie with her hair hovering. (3) At the large hull crack, float down the side to a rocket-shot barrel.

Either have Dixie float or Diddy fall along the edge to hit a rocket-shot barrel.

Key To Diddy's Friends:

RAMBI

ENGUARDE

SQUAWKS

RATTLY

SQUITTER

1-4 Lockjaw's Locker

In the second water hole you will find Enguarde patiently waiting for you. Shortly after, the water will rise—if you backtrack now, you will find at least three Banana Coins and bonus bananas. (1) Don't race the water as it rises, for Floatsam will suddenly appear and you will get hit. Midway, Enguarde may run aground. (2) Just use your charging super thrust to move forward. Finally, (3) watch when the water falls. There is probably an area that you can only get to by swimming in the water and leaping out right as the liquid begins to fall.

Watch as you ascend, Floatsam may appear.

1-5 Topsail Trouble

There isn't much here that has to be explained. You start with Rattly, which is just an extra hit for you since there are hooks already dotted about. Since you have some stable footholds, (1) be sure to clonk the Klingers to clear up the ropes. This is easily done by falling along the sides of the ropes and tagging Klinger. (2) After you reach the "No Rattly" sign there is an area behind you that you can get to if you don't touch the sign or if you have your buddy. (3) Eventually the Zingers appear, so use the Action button to maintain a good speed to leap over them.

Battling with Krow

In the first segment (1), Krow will grab and drop one egg. (2) Jump on top of the bouncing egg to make it stop. (3) Pick up the egg and toss it at Krow as he swoops down at you. He will repeat this pattern a second time, but will change for the next two.

After getting two hits in on him, (1) Krow will slam into the nest's support and cause three eggs to fall out. The second egg will land and stay on the ground for (2) you to pick up. (3) Simply lob it at Krow. He repeats this pattern until the fourth blow.

Krum Quay

3-1 Barrel Bayou

This area scrolls simply from the left to the right, never varying its course by any massive degree. (1) When you see these coats, just wait a few seconds. Some will throw out gifts then leave. (2) These barrels are timed. First there are five, but as you progress later into the stage, it will change to a limit of three. (3) In order to survive this, simply pull a hard right when you are fired out of the auto firing barrel.

These patterns of barrels are common in the bayou. Pull right and you're fine.

3-2 Glimmer's Galleon

This is one of the few places where this crazy fish is used. First (1), the Puffas now have a fun new ability—they blow apart into four flying spines that are either in a cross or in an X pattern (just stay between them). (2) The Shuri now lock-in and fly right at you! No need to fear...as long as you are in constant motion, they'll zip right past. (3) Check these walls! You can go right through some of them!

Near the beginning, you can go through this wall and get this coin!

3-3 Krockhead Klanber

Again, another standard left-right scroller, but timing is the key! (1) The new nemesis Cutlass shows up. Just wait until his swords get stuck in the ground. He will then be helpless. (2) After reaching the midpoint, you must activate these Gator barrels for the crocs to show themselves. Each time these are touched, they reset. (3) Best tactic: Use Dixie! Her hover is invaluable here due to the many instant kill-you falls!

Dixie is at her best here! Hover from reed to reed and this level will be easy.

Key To Diddy's Friends:

RAMBI

ENGUARDE

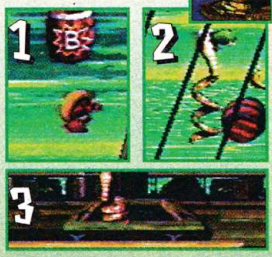
SQUAWKS

RATTLY

SQUITTER

3-4 Rattle Battle

This stage can truly be an odd experience. (1) Above the entrance is a Kremling coin bonus stage. (2) One of the hardest abilities is to jump on Kannon's barrels. You will need to use this to beat the level. (3) Any time you see an opening like this, there's a secret underneath it.



There are quite a lot of bonus areas for Rattly, but first learn to use him.

3-5 Slime Climb

First, there's no way to kill the hunting Lockjaw. (1) Your best method to beat the rising slime is to hold your Action button and climb fast! (2) Right after the continue marker, kill the Kannon and get the Invincibility so you can (3) swim below to find the bonus stage.

Speed is needed on the ropes, and keep a watch for the Kannon that's guarding the Invincibility Barrel.

3-6 Bramble Blast

The best thing to have here is a lot of patience. (1) Simply follow the trail of bananas and it should be no sweat. The key here is to take it slow and figure out via process of elimination which barrels shoot where. Also, try to stay close to the edge for some secret areas.

You simply have to take this one slow, or you'll be frustrated.

To Kill a Kutlass

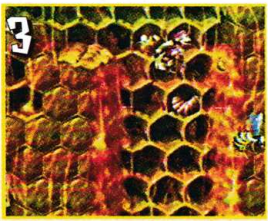
Kutlass starts his assault by jumping on and off the screen three times before laying down a TNT bomb. (1) Run under him when he's descending. (2) Jump away when he lands—repeat two more times. (3) Grab the TNT and run until he lands then strike!

After three blows, he will begin making short hops after you. Execute the same pattern as above and you should be okay. **NOTE:** If Kutlass gets too close while you're holding the TNT, he will swing and knock it out of your hands. So be sure to strike from afar or you'll be sorry!

Krazy Kremland

4-1 Hornet Hole

This hive is absolutely filled with different types of passages. (1) Should you look high when you start, notice a hook. Throw your partner up there and scale the walls of honey that lead to two bonus stages! (2) Dixie is a superb choice for navigating through the honey floors and walls because of her precise hover landings. (3) The easiest way to scale walls is to sharply jump away, then pull back.



If there are two walls coated with honey, hop between them with ease.

4-2 Target Terror

In this odd racecourse, (1) leap over the barrels that Kremling guards toss back at you. (2) Right after the first Red X Barrel, leap up and you should slap yourself into a bonus stage barrel. (3) These stages are always a pain...you will need to learn most of them by process of elimination, but to help you out, here's the order of Green and Red Barrels:

G, G, G, R, G, R,
G, G, G, R, G, G, G, R

Look to the list to know which barrels to avoid and which ones to get!

4-3 Bramble Scramble

This stage is one of the mandatory "Fly with Squawks" versions. (1) Look at the ground as you fly past...certain gaps in the bramble will be covered by Zingers. The first isn't far from where you get Squawks. (2) After getting to the half-way marker, there will be a lot of rope climbing. So in the same vein as its kin, hold down that button for speed! (3) Squawks can be sped up or slowed down as needed!

You can press Down to increase your drop speed to bypass enemies.

Key To Diddy's Friends:

RAMBI

ENGUARDE

SQUAWKS

RATTLY

SQUITTER

4-4 Rickety Race

(1) Before you enter the race, you can send your buddy up the wooden platforms on the far left. You can then climb and leap off the top to the right to hit a bonus area. (2) Leap atop the first three "Cars" to take them out. For the rest, just pass them on downward slopes.

Kill the first few cars, then pass the rest.

4-5 Mudhole Marsh

This level is pretty straightforward like most of the others. (1) The latest addition of the Cat o' Nine Tails can only be killed when he collapses after a good spin. (2) Once again, Dixie prevails with her hair, letting you bypass many pitfalls. (3) With many chests, Diddy can cover his front.

4-6 Rambi Rumble

Rambi Rumble has the same characteristics as Hornet Hole. Naturally (1) Dixie's hover helps, as does every other technique used in that level. When you come (2) to the last section, don't be afraid to leap on attacking Zingers. You will automatically kill them while bouncing off.

Apart from Rambi, the rest is just like 4-1.

Down with King Zing

You fight King Zing as Squawks. (1) Move under him and face the direction he is moving toward. (2) Once he passes, move up and nail him in the stinger. After two hits, (3) he will fire out three bursts of spikes. Move between them.

After six consecutive hits, Zinger will turn into a central small Zinger with three drones. Each drone will take one hit, so that isn't a problem. Once alone, Zinger will zip at you...all you need to do is hit him twice. The first hit stuns him, so it is easy to back away.

Gloomy Gulch

s-1 Ghostly Grove

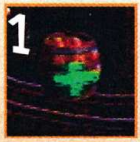
If you are familiar with the mechanics of the other marsh-like stages, this one is a breeze. The only difference here is that (3) there are ghost ropes hanging about. The key to these pups is to watch for the eyes, then leap on them as soon as they appear. This gives you an ample amount of time to figure out where else to head toward.

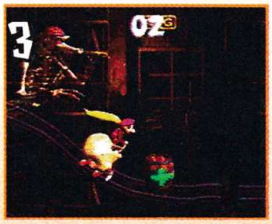
Watch the eyes of the ghost ropes. Once they begin to flash, don't go near them.

s-2 Haunted Hall

Being pursued by a big ghostly lizard is not really fun. (1) Keep an eye out for these time extenders that will prevent the creature from materializing. (2) Obviously, this reduces your time. (3) For good increases in speed, ride the downward slopes rather than jump.

Wave 1: 9 Plus Barrels
Wave 2: 7 minus barrels
Final Wave: *
(+,-)+(+,-)-,-,+,(-+-),(-+),(-+-)-,-
()=Grouped together.





The first two waves are not hard...the final wave is where it is all mixed up!

s-3 Gusty Glade

Despite having an ominous wind blowing you about, it is a bit of a consolation that the breeze works mostly in your favor and at the right moments. The time that you will have difficulty with the wind is (1) hopping from barrel to barrel...just time it with the blowing leaves. (2) The wind also picks up right at the edges. Don't be in a hurry or you'll go over! (3) When here, leap off and hover with Dixie in the wind to get really far!

Use Dixie's hover ability here to fly through most of the level quickly!

Key To Diddy's Friends:

RAMBI

ENGUARDE

SQUAWKS

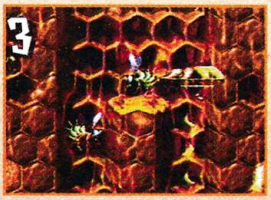
RATTLY

SQUITTER

5-4 Parrot Chute Panic

This is said to be one of the hardest stages in the game, however there are several ways to navigate it and lots of rooms to find. (2) Right after the first Squawks, there is a bonus stage below him. (1) First rule: Unlike the hot air balloons, if the blue Squawks touches an enemy, it counts as a hit. To combat this very effectively, (3) pass up Squawks and float down with Dixie instead. This reduces your collision area as well as giving you plenty of maneuver-ability speed!

With Squawks, your size of collision is doubled.



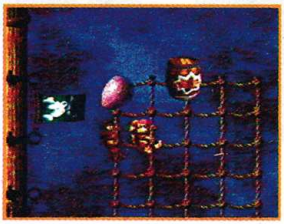
5-5 Web Woods

Thank goodness for web-shooting abilities! The first part of this stage is pretty easy, with no real secrets. When you get to where you play as Squitter, this is where the treat really begins. (1) Your shots can arc upward by pressing Up (not in the manual, eh?) Use this to hit enemies safely from ground position. (2) At any given high position, use your platform-web ability to simply crawl along the skyline to get to the next section. You will even find a few coins and a DK coin if you are careful where you are heading.

Night of the Krow

The buzzard is back. (1) Four small buzzards will swoop at you. Simply stand in the middle and either jump on or over them. (2) However, you must hit the one that is not translucent. It will release a barrel that (3) you must pick up and hit Krow with.

Next, hooks will descend and you must climb up them and up ropes. While on the ropes, eggs will come at you from all directions. Once you reach the barrel, it will fire you to the next point, where the pattern repeats. Do this three times and Krow will be toast.



K. Rool's Keep

So you actually survived this long

So you think you're pretty good, do ya? Well guess what! After 6-3, it's all up to you! No level previews, and definitely no hints on the Big K. Rool himself. So go to it monkey boy!

6-1 Clapper's Cavern

Clapper is once again present in these crystalline caves. (3) When Clapper turns the water to ice you have to slide under some enemies. That is if you are Diddy. Dixie on the other hand is such a munchkin that she runs right under the buggers! (2) Right after you get to the half-way marker, there is a side room that contains a Banana Coin. On the right wall is a secret room that Enguarde can get to. (1) See that teeny banana that only two people can get? Well, it makes you invincible!

After the half-way marker is a bonus room.

6-2 Windy Well

Mayhem is sure to follow with the headache-inducing upcurrents. (1) However, you are not totally out of control when caught in the current. Besides the obvious movements to your sides, shift your weight up and down for heavier and faster dips. (2) Krooks are a big pain but are easily defeated by a buddy attack or by floating close to the Krooks when they send out their hook. (3) Avoid 1-Up balloons like you would yellow snow! They usually lead to air traps.

Krooks are beaten by either a buddy attack or by floating close.

Key To Diddy's Friends:

RAMBI

ENGUARDE

SQUAWKS

RATTLY

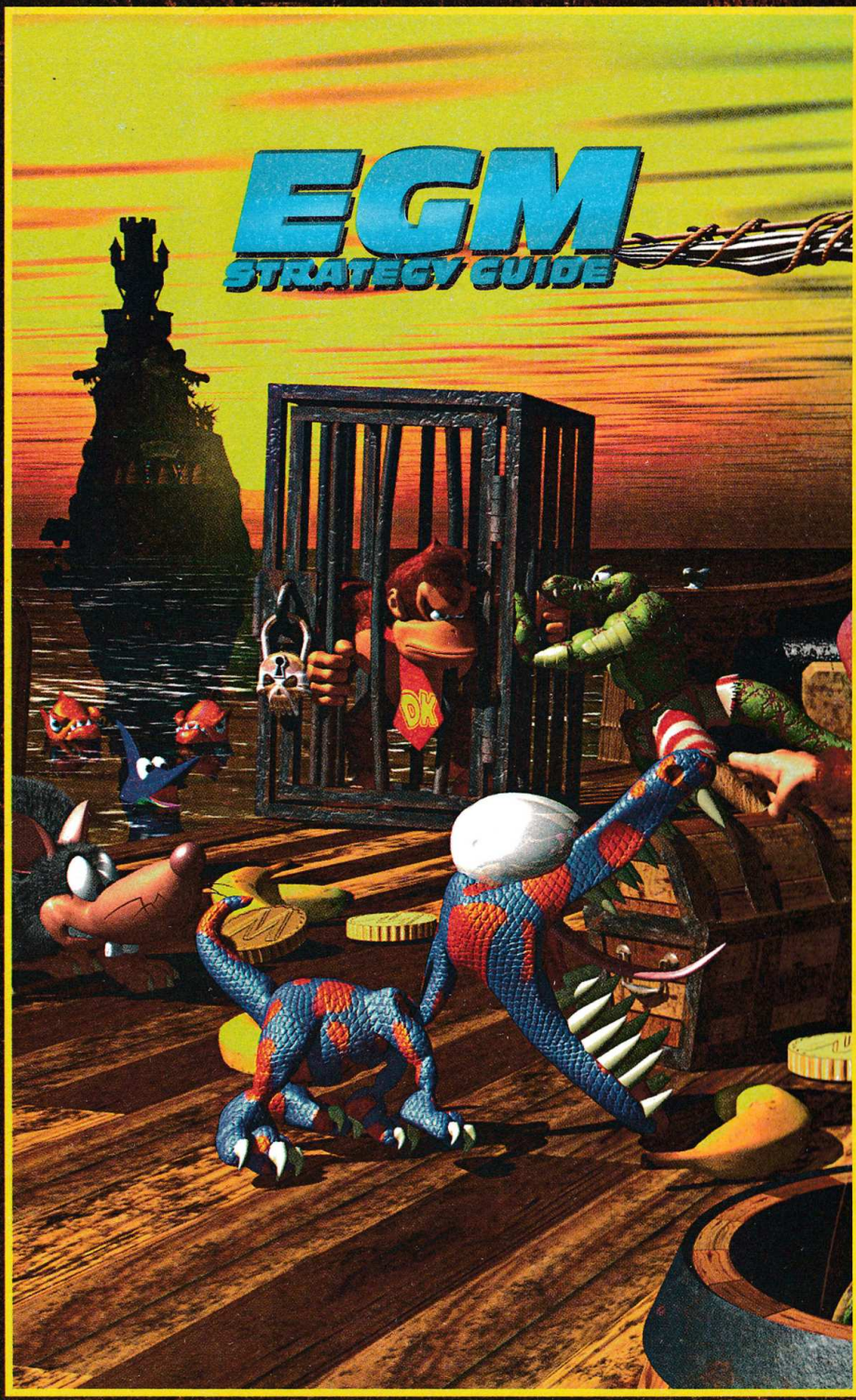
SQUITTER

5-3 Castle Crush

To the right is a map of the first part of this level—the rest is all up to you. You should be aware of the following things: (1) All barrels and crates are pulled along by the rising floor (unless stoped by a ceiling). (2) It is very important for you to get Rambi behind the first Cutlass, because his Auto Horn Attack will be a life-saver when enemies start dropping out of holes in the walls! (3) When encountering a group of enemies, do a Spin Attack to not only kill, but to get you to safety fast!

Saved by Swanky!

Unfortunately, you will have to beat a few more levels before you get the opportunity to save or get ahold of Funky's Flights 2. However, after the Windy Well has been conquered Swanky appears, giving you an extra source of lives!


EGM
STRATEGY GUIDE
DK